ONLY FROM

LIMITED RUN GAMES

Shantae™ ADVANCE

"Risky Revolution!"

INSTRUCTION BOOKLET

WayForward

HISTORY LESSON

Shantae Advance: Risky Revolution is the long-lost sequel to the original Shantae! Development of the game took place between 2000-2004, but it was never completed. More than 20 years later, the original development team has reunited to finish the work, reopening the project's source files, and continuing where they left off using legacy hardware and software from a bygone era! The game is finally complete, fully restored and ret-2-go, just for you. Please enjoy the missing chapter in the Shantae storyline!

STORY

Half-genie Shantae has defeated the evil Risky Boots and earned the title of Guardian Genie of Scuttle Town! Like her magical mother before her, Shantae has become a true hero of Sequin Land. With peace restored, it's time to relax with friends, both old and new.

But now, the vengeful pirate queen is preparing to turn the tables on Sequin Land's citizens thanks to her groundbreaking invention, the Tremor Engine. With it, she plans to spin the tectonic plates beneath Sequin Land, easily moving inland towns to the coast for easy plundering. With the power to rearrange the world's surface at her whim, Risky Boots will soon be truly unstoppable!

As Shantae, only you can turn things around and stop Risky's plan from spinning out of control!

Grab your favorite handheld and set your clocks to 2004;
it's time to dive into the lost Shantae sequel!

HOW TO PLAY

You control the magical half-genie Shantae in this fantasy adventure game. The evil pirate, Risky Boots, has shuffled the land and created chaos. As the hero of Scuttle Town, you must restore order and set things right using your magical hair-whip and belly dance magic. Explore the land, battle monsters, shop for new power ups, learn new animal transformations and find lost talismans to expand your genie powers. Explore to unlock every secret and defeat Risky Boots and her vile henchmen!

JUMPING INTO THE GAME

Choose from two modes at the Title Screen:

STORY MODE: This is the main game. Defeat Risky Boots and save Sequin Land!

FILE SELECT: Choose from three Save Slots.

COPY: Copy saved data between Save Slots.

CLEAR: Erase a file. Once erased, it cannot be restored. To factory reset all data, including unlocked bonus content, go to the title screen, then press and hold SELECT, L, R, B, A for 12 seconds.

BATTLE MODE: Grab a cable and link up with 2, 3, or 4 players.

Note: no data is saved in this mode.

CONTROLS

There are a lot of things that Shantae can do – even more so when she learns how to transform into animal forms. Below are the basic controls for her half-genie, half-human form.

CONTROL PAD: Shantae can run, duck, crawl, and swim!

A BUTTON: Jump! Shantae can also dive from special diving platforms (while in the diving pose, press left or right to angle the dive clockwise or counterclockwise).

B BUTTON: Use Shantae's hair-whip attack.

L BUTTON (HUMAN FORM): Hold this to cycle through available magic and items. Tap it once to activate the magic.

L BUTTON (ANIMAL FORM): Tap the L Button to store the current transformation as a magic dance shortcut.

R BUTTON OR SELECT: Hold this to belly dance! While dancing, any scattered items will be sucked in for easy collecting.

START BUTTON: Press this to access the subscreen.

SELECT, START, L, R (HOLD): Reset the device.

THE MAIN SCREEN

This is where you'll spend most of your time.

1. **Item Display:** See which item you're currently holding. Some items can be activated even while transformed. Some will be consumed, while others will cost magic, or drain magic over time.
2. **Heart Display:** This displays your health, represented by hearts. Each heart is worth two hit points. By finding heart holders, you can expand your number of hearts to 12.
3. **Gems Display:** Collect gems by smashing jugs or defeating enemies and spend them in the SHOP.
4. **Dance Display:** Throughout the game, Shantae will learn additional dance transformations. While holding the R Button, the dance icon will light up. During this time, press the button that corresponds to the desired animal to TRANSFORM! Change back at any time by pressing the R Button again. You can review your current animal forms on the subscreen.

THE SUBSCREEN

Check your progress and make various selections here. Hover over any icon to see an item description, quest reminder, or even a hint.

1. **DANCE CHECKLIST:** At first, Shantae's dancing will only suck up items. But by finding transformation dances, she can unlock new animal forms! If you forget how to transform, check the dance's description on the subscreen. Additionally, any talismans you find will be shown here, along with the animal form it powers up.

2. **ITEM SELECT:** View and equip items from the SHOP here for use during game play. Items cannot be used while in the subscreen.

3. **KEY ITEMS:** Cycle through important items you've collected.

SHOPPING

The SHOP is located in Scuttle Town and deep inside the Labyrinths. Here, you can spend your hard-earned gems on exciting new powers and consumable items. If you're having trouble with the game, try buying some items to make the challenge less challenging. Items include:

HEART AND MAGIC VIALS: Refill your health or magic.

EXIT CANDY: Spend one of these to exit the current area instantly.

SHAMPOO: Improve your hair-whipping power.

ATTRACT UP: Suck up gems from further away.

MP SAVER: Stretch your magic meter further.

FIREBALL, PIKEBALL, AND STORM PUFF: Handy offensive magic you can even upgrade.

GREEDY JAR: Collect gems much faster, thanks to this floating buddy.

PANTS ANTS: Run faster than before.

VANISH CREAM: Short term invisibility & invincibility.

FLOAT MUFFIN: Run on air and break the game.

TWIN MINTS: Double your attack power.

SAVING & GAME OVER

Sagely Save Guys are scattered throughout the land. Talk to them to record your progress. If you lose all your hearts when taking damage from enemies, spikes, or bottomless pits, it's GAME OVER! You will resume from the last place you saved, so save often.

BATTLE MODE

See who comes out on top in this mighty battle! Grab a cable and link up with up to 4 players. Access this special bonus mode from the title screen.

GOAL: Be the last combatant standing.

CONTROLS: Jump, attack, and cling to fences.

SPECIAL MOVE: Hold the attack button to charge up, then release it to send your opponent soaring. Dizzy opponents are vulnerable.

REVOLUTION EVENT: At timed intervals, the arena will rotate. Anyone who's not clinging to a fence will fall, so hold on tight.

HEARTS: You'll lose health when knocked into spiked pits. Lose all your hearts, and you're done for.

BATTLE MODE: HOSTING

To enjoy Battle Mode, you'll need a cable to link with (sold separately), and one copy of the game. If you're new to cable linked games, here's a step-by-step guide to getting started. Let's go back in time to the dawn of 4 PLAYER SIMULTANEOUS PLAY!

- This game supports 4 Player cables, or "Daisy Chained" 2 Player cables (authentic or era-compatible cables are recommended).
- Insert the **Shantae Advance: Risky Revolution** game cartridge into Player 1's device.
- Insert the P1 "host" end of the cable into Player 1's device.
- Power on P1's device.
- On the title screen, select BATTLE MODE. You will see an illuminated P1 icon, and dimmed out icons for P2, P3, and P4.
- From here, add up to 3 more players.
- Make sure that each player's device does not have a cartridge inserted. Then, power it up to put the device in "data receive mode."
- Connect the cable to the additional devices. After a second or two, the icon on the host's device should change from dim to color.
- When enough players have joined, the host can start to TRANSFER the game data.
- While transferring data, you will see a Tinkerbat Loading Bar. You're almost there!
- When the game has concluded, the host can power off (or reset) to end the play session.

BATTLE MODE TROUBLESHOOTING

Is your experience TOO authentic? It sounds like you might be reliving the fun and frustration of this exciting era of multiplayer pioneering! Believe it or not, this is how head-to-head fun was born! Untangle your cables and do a quick double-check!

CHECK CABLE TYPE: Make sure you are using the appropriate Link Cable for your retro handheld.

REMOVE CARTRIDGES: Players 2, 3, and 4 cannot have a cartridge inserted when powering on the system.

ONE SHANTAE CART ONLY: Only 1 cartridge is needed to play. If other players own Shantae Advance, they must be removed for Battle Mode, as only P1 can be the host system.

CABLE VARIATIONS: Some makes and models of 4 Player era-appropriate cables feature physical switches which must be set manually to 2, 3, or 4 players. Others have ends that are specifically labeled by P1, P2, P3, and P4. Some cables use the large end of the cable to denote P1, and smaller ends to denote P2, P3, and P4.

REMOVE OR RE-INSERT CABLES: Try this if necessary or swap the order that you power up devices.

MEET THE CAST

Say hello to friend and foe! Everyone is ret-2-go!

Shantae

This plucky young half-genie is the daughter of a human and a genie! Her wish is to learn to master her magic and become a Guardian Genie like her mother! For now, she serves the small fishing village of Scuttle Town as its protector. She loves to belly dance and transform into animal forms. She can also whip monsters with her long purple ponytail!

Uncle Mimic

Shantae's uncle is the only family she's ever known. He is a Relic Hunter, an inventor who dabbles in technology from a lost age.

Mayor Scuttlebutt

He's in charge of Scuttle Town's well-being. But he's always happy to leave the hard work to Shantae. After all, he's got important mayorly things to do!

Sky

Sky is like a big sister to Shantae, teaching her right from wrong. Sky trains warbirds and has a close bond with her favorite feathered friend, Wrench.

Bolo

Shantae's childhood friend. Bolo is a skilled fighter who sometimes lends a hand at Uncle Mimic's workshop. A kindly lad who works hard and means well.

MEET THE CAST

Rottytops

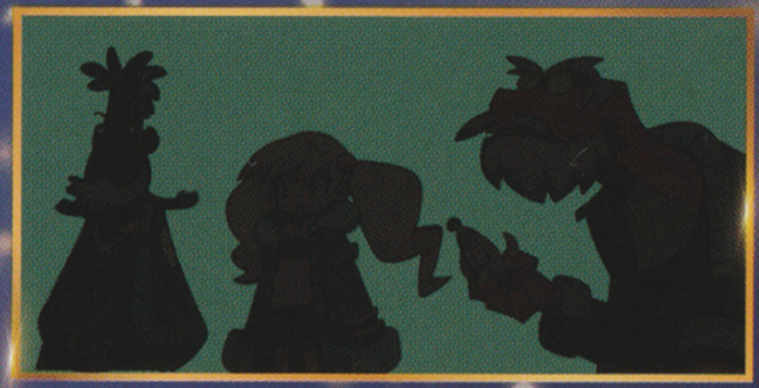
A new friend to the group, Rotty is a zombie who can't wait to teach Shantae wrong from right! Can this brain-gobbling newcomer really be trusted?

Risky Boots

The self-proclaimed Queen of the Seven Seas. After suffering a defeat at the hands (or…hair) of Shantae, she's back to exact vengeance with her subterranean device. She's rumored to have some new henchmen lurking in the shadows.

Tinkerbats

Risky's loyal crew-creatures. They build the clockwork mechanisms and weapons that Risky relies on for her conquests, most recently the underground Tremor Engine.



Relic Hunters

This group of explorers has long since disbanded. Could these three fossils be the key to saving Sequin Land?

LIMITED RUN

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